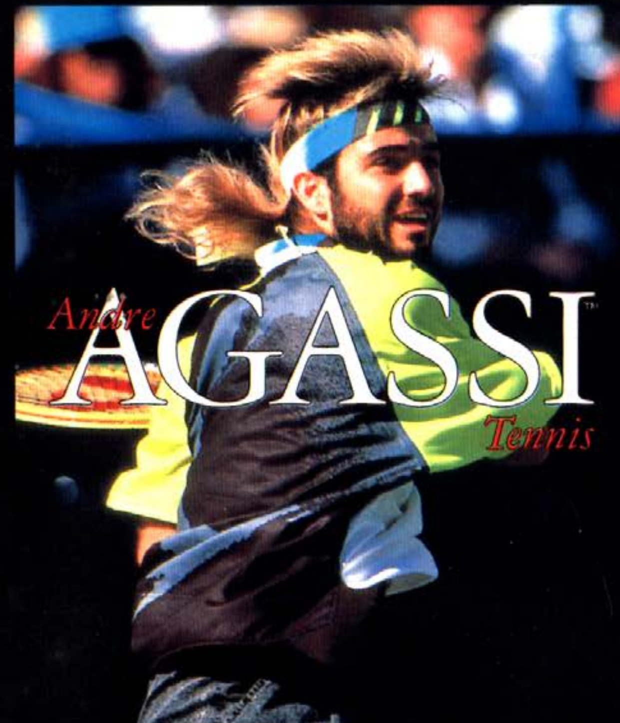


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TECMAGIK™



INSTRUCTION BOOKLET

SUPER NINTENDO
ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

Contents

Andre Agassi Tennis Serves Up a Winner!

"It's all attitude. Go for it!" — Andre Agassi

The pressure is on. The score: 30-All. Agassi goes aerial and slams down a searing baseline smash! You return, smacking a sure point-winner to the right. He snatches it with a brilliant backhand return.



You stampede the net, legs pumping, and volley a forehand down the middle. He returns with unrelenting accuracy. His forehand is a weapon! You lunge and lob a cross-court shot deep into the corner.

Agassi rockets to back court. He smashes another blistering baseline hit! Match point!

Jump into explosive action with *Andre Agassi Tennis*! Pound out your best strategy game against seven totally different pro players, plus Andre Agassi himself. Sweat it out in singles. Join up in doubles. Go for the tournament win or bet the bank in all-new skins matches, where thousands of dollars can ride on each shot.

It's your serve!

Setting Up

1 Set up your Super NES system, and make sure the **Power** switch on the Control Deck is turned OFF.

2 Plug in one or two controllers, depending on the number of players.

3 Load the Game Pak into the top of the Control Deck. Push it all the way down.

4 Turn on your TV and then slide the **Power** switch on the Control Deck to the ON position. The game's opening screens will appear.

5 Press the **Start** button at the Title screen to bring up the first Options screen.

6 Press the **Control Pad** on your controller up or down to mark your choice on each Options screen.

7 Press the **Start** button to make selections.

8 Ace 'em, champ!

Note: Slide the **Reset** switch forward to start the game over.

Button Controls

**"Control and consistency ...
the key to setting up for a winner." — Andre Agassi**

GENERAL

Pause/resume play:	**Start Button**
Return to main menu:	Hold down **Select** and press **Start**

SERVING

Move into position:	**Control Pad**
Serve the ball:	**B Button**
Angle the serve:	**Control Pad** left/right. Press *toward* the service area for a longer serve; press *away from* the service area for a lob.

PLAYING

Professional Mode – You select the shot type.

Move into position:	**Control Pad**
Punch:	**A Button + Control Pad***
Volley:	**B Button + Control Pad***
Overhead smash:	**X Button + Control Pad***
Lob:	**Y Button + Control Pad***

Amateur Mode – The computer selects the shots for you.

Move into position:	**Control Pad**
Hit the ball:	**A, B, X or Y Button + Control Pad***

* Press the **Control Pad** left/right to angle the ball. Press it up for longer shots, or down for shorter shots.

Note: Computer opponents play more skillfully in Professional mode than in Amateur mode.

Menu Options

- Use the **Control Pad** to mark your choices.
- Press **Start** to make selections and go on to the next screen.

PLAYER MODES

Professional

You must choose the appropriate shot: volley, overhead smash, lob or drop shot/punch. Also, your computer opponents are more skilled than in Amateur mode.

Amateur

The computer will automatically select and control the appropriate shot, such as a volley, backhand, forehand or overhead smash.

GAME MODES

Practice

Practice your returns on random shots from a ball machine, or practice volleying with a computer-selected player. One player only.

Exhibition

Choose Normal or Skins competition, or enjoy a computer vs. computer match.

- Normal matches can be played for either 1 set or 3 sets. Skins matches are always played for 3 sets.
- One player can compete against the computer or a friend in singles or doubles.
- Two players can team up and challenge the computer in doubles.
- Computer vs. computer demonstration matches can be either singles or doubles.

Tournament

Play a four-round tournament in singles or doubles, and in men's or women's competition. One player or two-player cooperative.

- In singles tournaments, you choose your player and the computer chooses your opponent.
- In doubles tournaments, you choose your player and partner, and the computer chooses the opposing team.
- In both singles and doubles, the other players compete behind the scenes. Winners are paired for the following matches.

PLAYERS

- **Andre Agassi** delivers a blistering, deadly accurate baseline smash.
- **Carol Ark** has the corner on accuracy with pin-point serves and returns.
- **Tiger Ball** plays a strong, fast game.
- **Ron Pepper** dishes up a ballistic serve.
- Count on **Don Matt** for accurate shots.
- **Cassie Nova** puts 'em where she wants 'em.
- **Bob Chin** is the fastest player.
- **George King** makes accuracy look simple.

COURT SELECT

Choose to play on **clay**, **grass** or an **indoor** court.

Practice

"Develop the weapons and eliminate the errors."
— Andre Agassi

Practicing develops devastating drives, explosive baseline smashes, and a cool mental game. Choose Practice from the Options screen for state-of-the-art training sessions.

You can choose to polish your returns on random shots from the automatic ball server. Or you can practice volleying with a computer-selected opponent.

During practice, use the same button controls as for playing a game. After practice, hold down the **Select** button and press **Start** to exit.

Exhibition

"This is the definition of pressure." — Andre Agassi

NORMAL PLAY

Tennis is pure action! Sweat, baby, sweat — and keep your eye on the ball!

In Normal play, you can compete against the computer or a friend in singles or doubles. Two friends can team up and challenge the computer in doubles. You can also choose to watch the computer play demonstration matches in singles or doubles.

Normal matches can be played for either 1 set or 3 sets.

SKINS MATCHES

A Skins match is totally unique and addictive. Watch your winnings add up fast!

- Starting at $100, the stakes increase by $100 with each return.
- The point winner takes the pot.
- Aces are worth $1000.
- The maximum purse in each game is $55,000.
- Only the game winner keeps the money!

Skins matches are always played for the best of 3 sets. Watch the screen for the purse results at the end of each match.

Tournament

"Focus on one match at a time, but keep the vision of being the champion." — Andre Agassi

Take the challenge — play Tournament mode! You'll take part in a 4-round tournament in either singles or doubles and in men's or women's play.

The computer chooses your opponent in singles. In doubles, you choose your player and partner, and the computer chooses the opposing team. The other players compete behind the scenes, simultaneously with you. Winners are paired for the matches that follow.

The tournament ladder appears before each match, and at the end of a tournament.

Tennis Rules

SERVING

"Getting the first serve when playing on hard court is everything." — Andre Agassi

You always serve from behind the baseline. Player 1 always serves first.

Rules

- You must serve to the opposite side of the opposite court (cross court), and your serve must land in the service court. The serve is a **fault** if the ball lands outside the service area. If you commit a **double-fault** (two faults in a row), the other player wins the point.
- Your first serve is from the right side, on the near court at the bottom of the screen. After the first point, you serve from the left side. You continue switching right or left for the following serves.

  When you serve in doubles, your partner moves to the left or right fore-court to defend the non-service side.

- You serve for an entire game. Your opponent takes the serve at the beginning of the next game. After that, you alternate service for each new game until one of you wins the set. In other words, you serve every other game. This rotation carries over to the next set, so that the player who served last becomes the receiver.

  In doubles, partners alternate the service. In other words, you serve every fourth game.

SINGLES

"The forehand is my weapon. Expose my forehand to hit regular winners." — Andre Agassi



Tennis takes strength, speed and stamina! Stun 'em with blistering fore-hands, backhands and slices. Attack from the baseline or rush the net for tricky returns.

Rules

- The best position to receive a serve is near the baseline corner of the service court.
- When you're receiving, the serve must bounce once before you can legally return it.
- You must place your return on your opponent's side of the court. The inside sidelines mark the court's left and right borders. A ball that lands outside the sidelines or baseline is out, and your opponent scores the point.
- Smack the ball on the fly for a **volley**. Hit it on the first bounce for a **drive**.
- You must return the ball either on the fly or on the first bounce. A ball that bounces twice is out of play and your opponent scores the point.
- Players switch ends after the odd-numbered games of each set, such as the first, third and fifth game. If a set ends on an even number of games, the players keep their ends at the start of the new set. If the set ends on an odd number of games, the players change ends before the start of the new set.

DOUBLES

"Finesse angled shots and take control of the net. That's the winning strategy for doubles." — Andre Agassi

Doubles matches are more complex than singles, and they can get frenzied! The singles rules apply to doubles matches, too, with these exceptions:



- Doubles partners alternate the service, with each partner serving every fourth game.
- When you serve, your partner moves to the left or right forecourt to defend the non-service side. When he or she serves, you defend the forecourt.
- Doubles partners share receiving the serves. Each partner always receives from his or her designated side of the court. The other partner defends the forecourt.
- The outside sidelines border the doubles court, with the **alleys** being fair ground.
- You lose the point if you strike or touch your partner with the ball during play.

Scoring: Game, Set and Match

"You can't let the score break your mental concentration." — Andre Agassi

GAME POINTS

For each player:

The first point won scores 15. The second point won increases the score to 30, and the third point increases it to 40. The fourth point wins the game, unless the previous score was **Deuce**. The game must be won by two points.

Note: You **ace** your opponent when you score a point on your serve, without your opponent being able to return it.

For both players:

Scores are announced after each point, with the server's score first. If the server wins the first point in a game, the score is **15-0**. If the receiver wins the next point, the score becomes **15 All**. Then, if the receiver also wins the third point, the score is **15-30**.

Deuce:

A score of **40-40** is **Deuce**. The next point won gives the advantage to the scorer. For example, at **Deuce**, if George King is serving and wins the point, the score is **Advantage King**, or **Ad In**. On his next serve, if the receiver, Agassi, wins the point, the score is **Deuce** again. When Agassi also wins the next point, the score becomes **Advantage Agassi**, or **Ad Out**.

A player who scores on an advantage wins the game. In other words, when the score is **Deuce**, a player must take two points in a row to win the game.

SET

The first player to win **six games** wins the set. The exception is when the score is **6-5**. Then a player must win by two games to take the set. Examples of set-winning scores are **6-2** and **7-5**.

If the score becomes 6-6, a tiebreaker is played. The service goes to the player who received the serve last. This player serves once. Then the service switches to the other player for 2 points. The serve continues to alternate after every 2 points. The first player to reach 7 points wins the set; however, that player must win by 2 points.

The last point needed to win a set is the **set point**.

MATCH

The match goes to the male player who wins three out of five sets, or to the female player who wins two out of three sets.

A match can last for as short as two sets (if a female player wins them both), or for as long as five sets (if each male player wins two of the first four sets). A match is never longer than five sets in *Andre Agassi Tennis*.

Note: In Exhibition mode, you can choose to play a single set (1 Set option) or a full match (3 Set option).

The final point needed to win a match is the **match point**.

SCOREBOARD

The Scoreboard appears after each game in a set, and again after each set.

Coach's Tips

"Focus on one match at a time, but keep the vision of being the champion." — Andre Agassi

SERVING

- Get the feel of the button controls. Learn to use the **Control Pad** and the **B Button** in tandem.
- Release the **Control Pad** immediately after serving. Then get ready to position yourself for the return.
- As your skill grows, step away from the center line and learn to serve from this new position. You'll increase your repertoire and beef up your serving abilities.
- The lob serve (holding the **Control Pad** away from the service area) can be an effective weapon.

SINGLES

- Never stand still. Keep moving, even if you stay near the same position. A moving player gets to the ball!
- Learn to volley. An aggressive volleyer can dominate an otherwise even game.
- Place your shots to make your opponent run. Try to get him or her off to one side. Then angle your next attack into the open court.
- Hit deep to keep a baseline player in position. Then rush the net and use the drop shot/punch to hit the ball just over the net and out of reach!
- You may find it helpful to watch the shadow of the ball, particularly when attempting to return lob shots.



- Get back to the center baseline after making a shot. If you're off to the side, your savvy opponent will blast a winner into the unguarded court.
- Hit deep into the corners to get your opponent far out of position, opening up the court for a winning volley.
- Build your skills in Practice mode. Keep at it until you know your button controls by habit, and your set up and attack are killer smooth.

DOUBLES

- Return serves low and cross court to buy time and avoid hitting your net-guarding partner.
- Quickly cover for your partner when he or she is pulled out of position by a cleverly angled return.
- The player in position for a forehand should take the shots aimed into center court.
- When both partners have an equal chance, the player who last hit the ball should continue to play it.
- Poaching — invading your partner's territory — can save a point. This tactic requires precise timing and a reliable "read" on the situation. A poor poach can lose the point.

LIMITED WARRANTY

TecMagik Inc. warrants to the original consumer purchaser that this TecMagik Game Pak shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. This Game Pak is sold "as is," without express or implied warranty of any kind, and TecMagik Inc. is not liable for any losses or damages of any kind resulting from use of this Game Pak. TecMagik Inc. agrees for a period of 90 days to either repair or replace, at its option, free of charge, any Game Pak, postage paid, with proof of date of purchase, at its corporate offices: 3 Lagoon Dr., Ste. 160, Redwood City, CA 94065, 1-415-637-1350.

This warranty is not applicable to normal wear and tear. This warranty shall not apply and shall be void if the defect in the Game Pak has been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

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